

Supplement to SUPER ACTION BASEBALL Instruction Guide

(page 2)

2. Fielding — Skill 1

The computer sends random fair balls to the field for practice when you press any number key. Repeated presses give you repeated fair balls. Learn to stop grounders and catch fly balls. Practice double plays. There are no base runners to confuse your game. Get it down!

(page 3)

NOTE: If the horizontal and vertical adjustments on your TV are not properly set, the ball might disappear in an upper corner of the screen. The outfielder can still retrieve the ball, however, to complete a play.

(page 6)

The ball is caught.

If your runner is away from the base when a line drive or fly ball is caught, the runner must return to the base (tag up) before running on. Press his Action Button and roll the Speed Roller to the left to tag him up. Then take stock: are the infielders waiting for your move? Maybe hold off running until the next hit.

Take heed: if your runner reaches or passes the next base, he cannot return to his original base. If a fly is hit, protect your runner by holding up before reaching the next base to see if the fly is caught. For a runner from third to score when a fly ball is hit, he must cross home after the ball lands without being caught, or after tagging up at third if the ball is caught.

(Over)

No Passing.

Caution! No runner can pass another on base or on the basepath. Your first man must run forward before other runners can follow.

Keep your men a safe distance apart. On first and third, runners can block each other if they get too close when right next to the base. If this occurs, move your last man back a bit. Then move both men forward again.

(page 7)

You control the type, speed and aim of every pitch. First, press a Keypad Button to set the speed of the pitch (see overlay). Then start the windup and select the pitch type by pressing an Action Button (see overlay). Press the Control Stick as the pitcher winds up to aim the ball high or low, left or right. Here's how you do it:

If your runner is away from the plate when a line drive or fly ball is caught, the runner must return to the base (tag out) before returning on. Press the Action Button and roll the Speed Dialer to the left to tag him out. Then take stock: are the infielders waiting for your move? Maybe hold off running until the next ball.

Take heed: If your runner reaches or passes the next base, he cannot return to his original base. If a fly is hit, protect your runner by holding up before reaching the next base to see if the fly is caught. For a runner from third to score when a fly ball is hit, he must cross home after the ball leaves without being caught, or after tagging up at third if the ball is caught.

(Cont.)